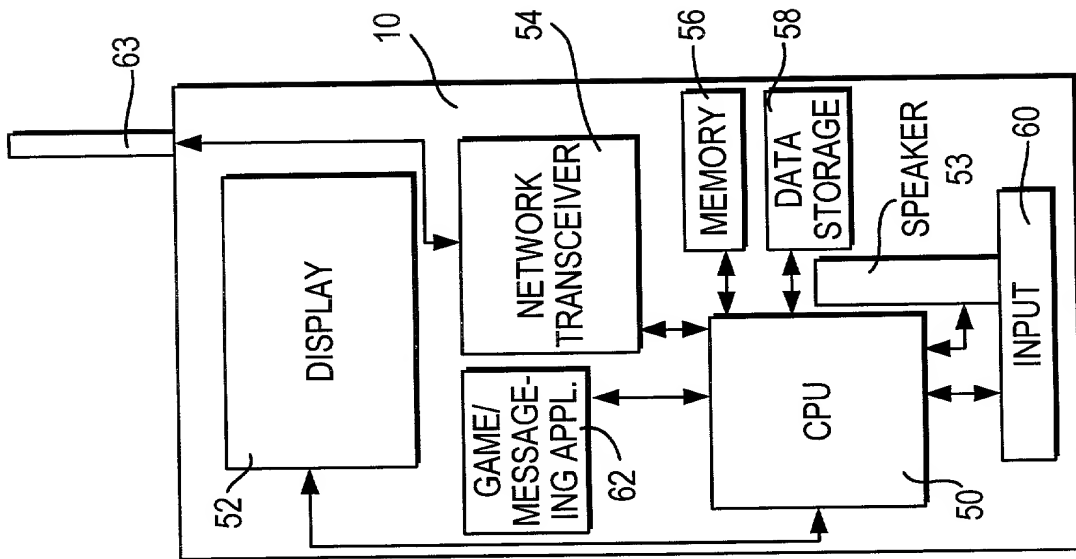


FIG. 2



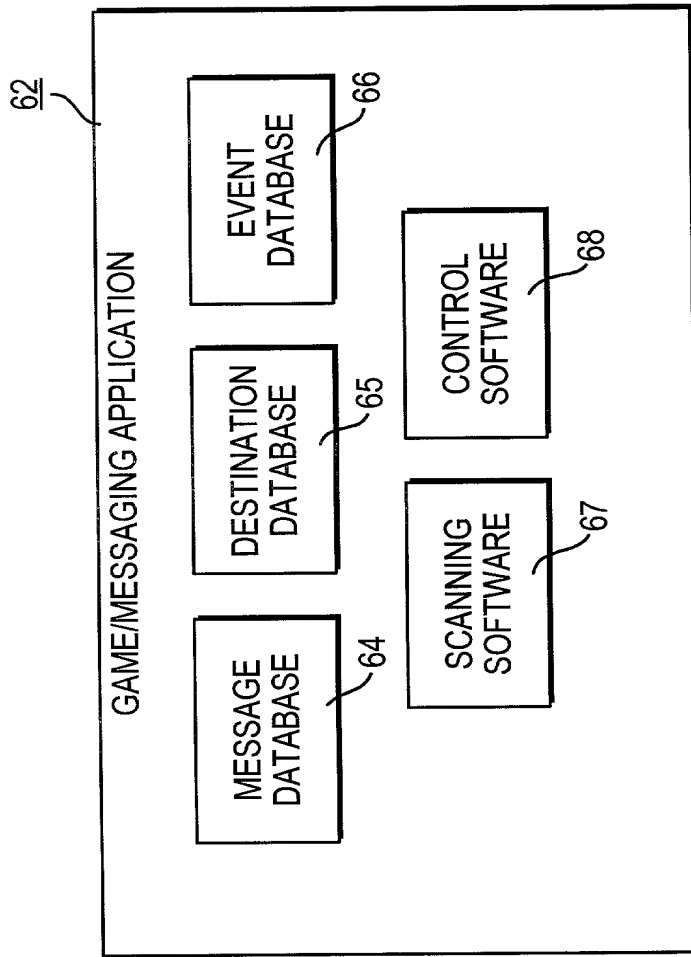


FIG. 3

GAME TERMINAL DATABASE 32

PLAYER #	TERMINAL TYPE	TERMINAL CAPABILITY/MESSAGE TYPE	DESTINATION ADDRESS
PLAYER 1	NOKIA 3210	PICTURE MESSAGE	ADDRESS 1
PLAYER 2	NOKIA 6210	PICTURE MESSAGE	ADDRESS 2
.....
.....
.....
.....
PLAYER 22	NOKIA 2110	TEXT MESSAGE	ADDRESS 22
PLAYER 23	NOKIA MULTIMEDIA	VIDEO MESSAGE	ADDRESS 23
.....
.....
.....
.....
PLAYER XXXX	TERMINAL YYYY	MESSAGE ZZZZZ	ADDRESS XXXX

FIG. 4

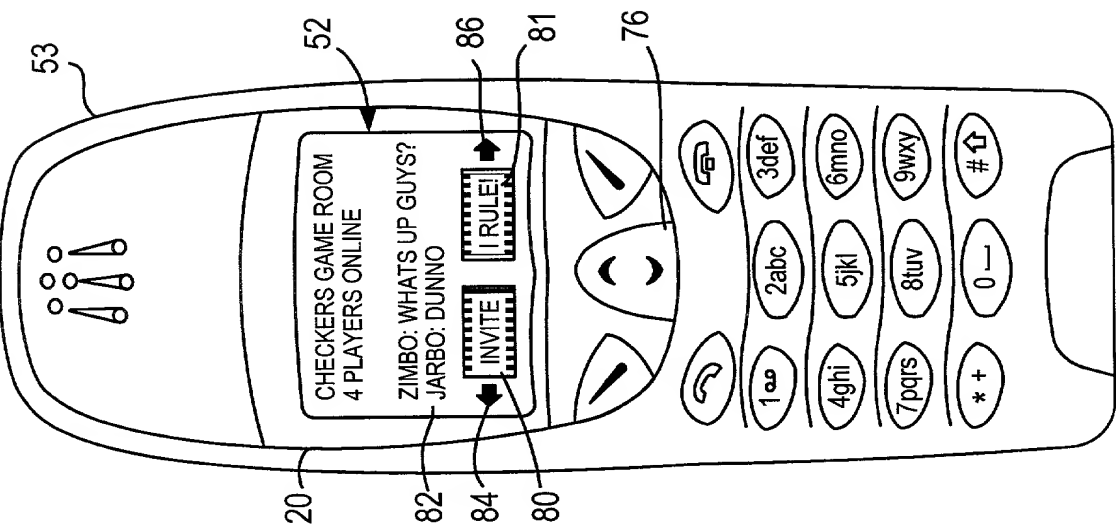


FIG. 5C

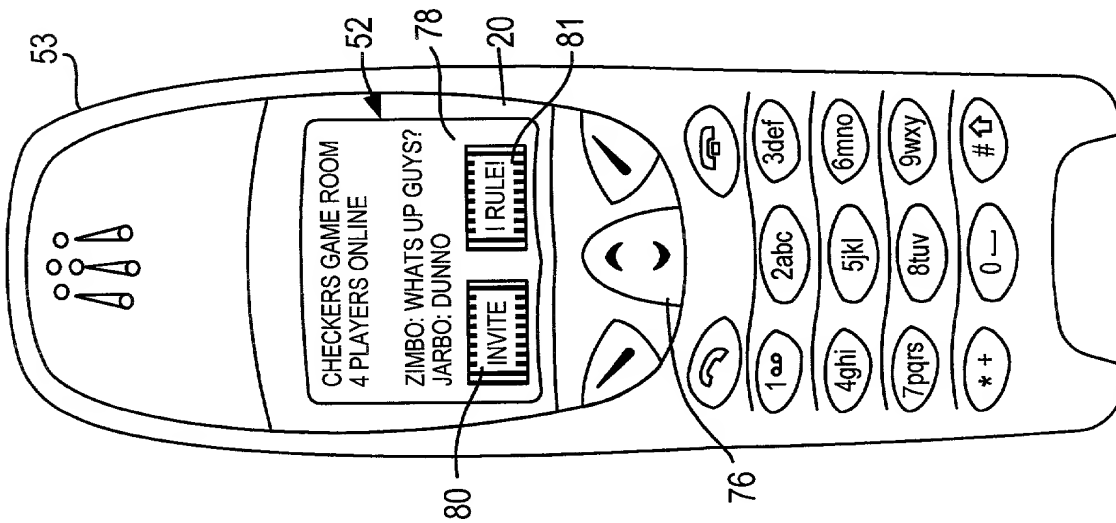


FIG. 5B

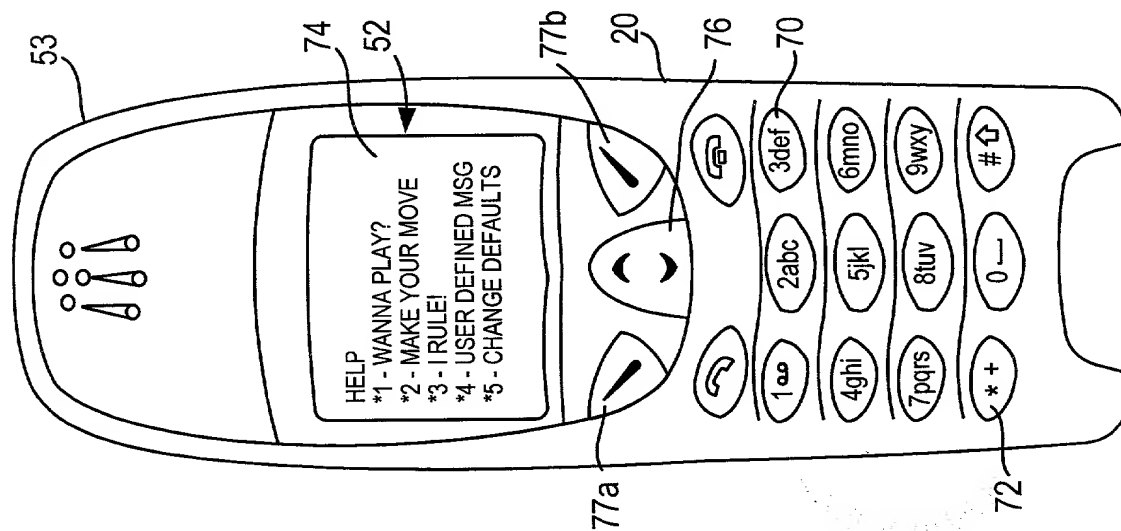


FIG. 5A

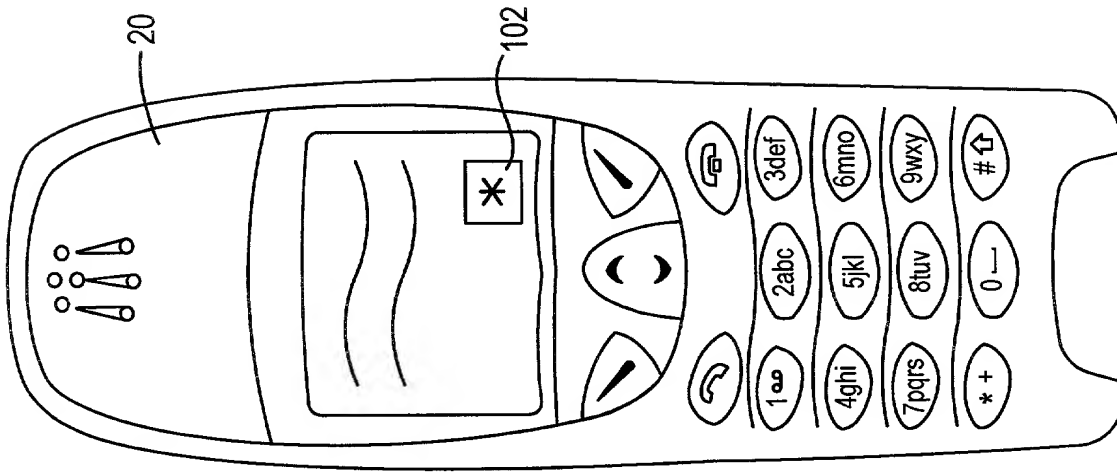


FIG. 6

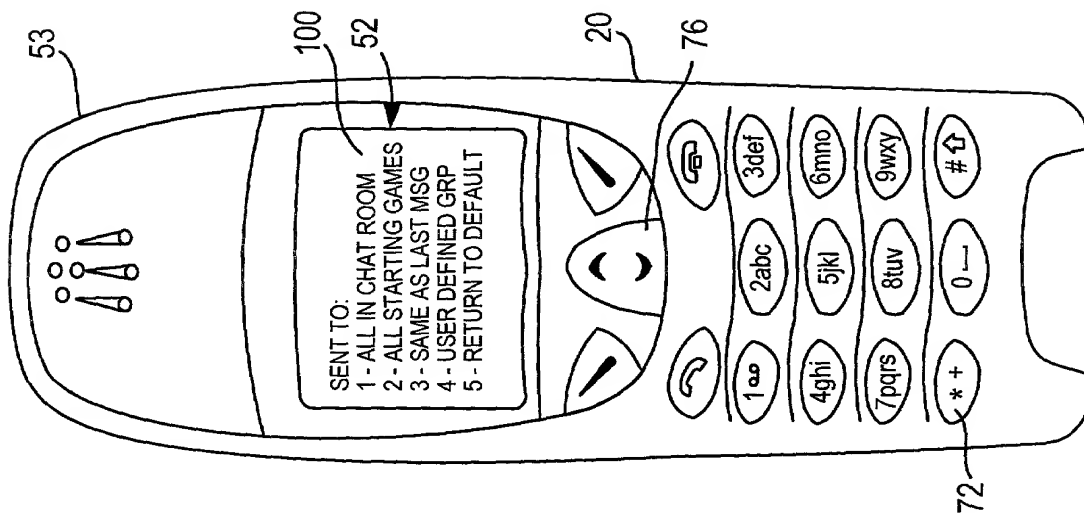


FIG. 7A

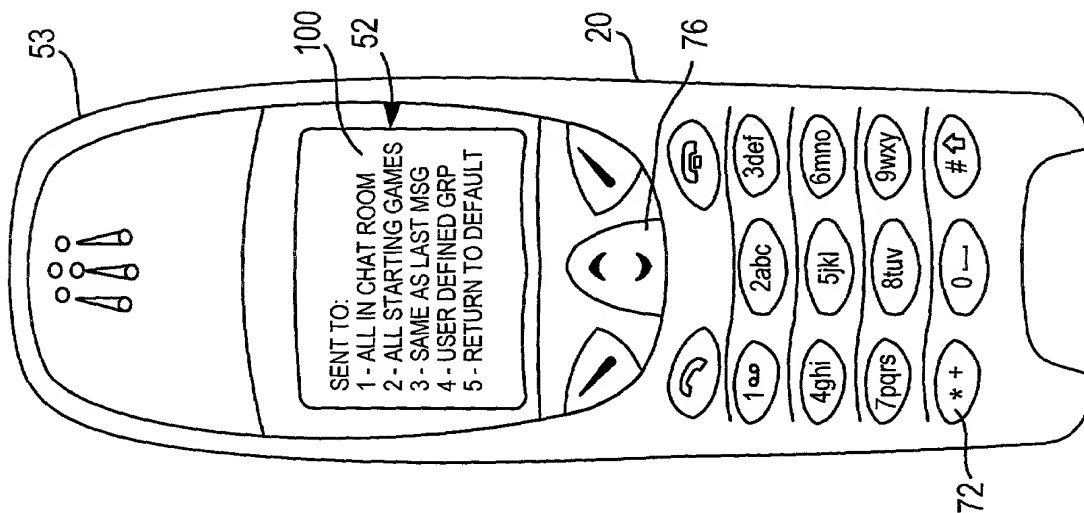


FIG. 7B